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Mostovoy

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(54) **VIRTUAL REALITY SYSTEM WITH ENHANCED SENSORY EFFECTS**

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(58) **Field of Classification Search**
None
See application file for complete search history.

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(57) **ABSTRACT**

A virtual reality (VR) system is implemented as a "feel-real" mask attached to standard VR goggles or as a helmet having an integrated feel-real mask and 3-D goggles. A video stream or a video game is rendered to a user via the 3-D goggles from a mobile device or from a PC over a wireless communication channel. The video stream or the video game code has a plurality of inserted markers indicating feel-real sensory events corresponding to the content of the video or the video game. A feel-real player reads the markers and triggers the events, including a stream of warm or cold air, a water mist (or a spray), vibrations and various smells. Thus, the VR system appeals to different user senses apart from traditional ophthalmoception and audioception (i.e., audio and visual) senses and creates enhanced virtual user experience while watching a movie or playing a game.

13 Claims, 3 Drawing Sheets